

ABSTRACT OF THE DISCLOSURE

[0064]An application programming interface (API) is described that allows creating or destroying one or more pairs of data structures for asynchronously passing between the operating system and a network application pointers to packet buffers mapped to both parties.

1. A method for creating a data structure for asynchronously passing between an operating system and a network application, the method comprising:
2. creating a first data structure for the operating system;
3. creating a second data structure for the network application;
4. mapping the first data structure to the second data structure;
5. mapping the second data structure to the first data structure;
6. creating a pointer to the first data structure;
7. creating a pointer to the second data structure;
8. passing the pointer to the first data structure to the network application;
9. passing the pointer to the second data structure to the operating system;
10. passing data from the operating system to the network application via the first data structure and the second data structure;
11. passing data from the network application to the operating system via the first data structure and the second data structure.